

GAMING DEVICE AND METHOD WITH  
BONUS PHASE AND DISPLAY

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Cross-Reference to Related Application

This application is a continuation-in-part application of commonly owned application Ser. No. 10/245,549 filed September 16, 2002 and titled "Gaming Device and Method With Bonus Phase and Display".

Field of the Invention

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The present invention relates to electronic gaming devices and methods using selected and displayed symbol combinations to determine winning and losing outcomes and where bonus features are provided and represented by various displays. More particularly it relates to such apparatus and methods which include at least one bonus feature including a player selection option and bonus display features.

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Background

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Electro-mechanical slot machines are well known. Mechanical reels include symbols on their reel strips and are driven by stepper motors to rotate and stop presenting symbol combinations on one or more pay lines. Depending upon the pay line(s) symbol combinations, the player has one or more winning combinations or losing combinations. For winning combinations, the player receives an award based upon an established pay schedule (referred to as the "pay table").

Modernly it has been known to provide a secondary bonus screen for electro-mechanical slot machines, embodied, for example, as a plasma screen disposed apart

from the game display or as an electro-mechanical device or lit display. Based upon a triggering event, the bonus screen selects a bonus for the player.

In addition to the electro-mechanical slot machines, video slot machines are well known and are quite popular with players. In a basic form, the player makes a wager to play the game and enables one or more pay lines on a video display. Upon prompting play, a processor selects and displays game symbols on the display in a matrix form. The symbols on enabled pay line(s) are compared to the established pay table of winning outcomes to determine if a winning or a losing outcome have been obtained. Where a winning outcome is obtained the player receives an award based upon an established pay table for the game. The player then makes another wager, enables one or more pay lines and plays another game (often referred to as a "hand" or "spin").

To make such video games more entertaining, it is known to provide certain configurations of bonuses. The bonus may be triggered by a certain combination of symbols on a pay line or scattered on the display (a "scatter prize") during the play of the base game. It is also known to provide secondary screens or devices for issuing a bonus. That is, when the player obtains a certain, predetermined outcome during play of the base game, the game processor controls the display to remove the base game matrix display and display a secondary screen where the player can select from certain options to obtain their bonus. Alternatively a secondary bonus device or display is activated to determine a bonus for the player.

Many of these games are "themed" and the symbols and bonuses are configured to be consistent with the theme of the game.

Many of these games also offer a jackpot prize. However, to encourage players

to wager a maximum amount in the game, to win the jackpot the player is required to  
wager a maximum amount. Thus players wagering less than the maximum amount  
have no opportunity to win the jackpot.

A drawback of these devices is that, if a player selection is provided, only one  
5 bonus type may be provided. Further, for any bonus awarded, such awards are issued  
once and the player is then returned to the base game. That is, in the bonus phase,  
once a player selects the bonus and the bonus is awarded, that bonus feature is  
concluded without the player having the opportunity to receive an additional or repeat  
bonus award.

10 Still further, such bonus selection often provide the player with one bonus  
selection (from an inventory of selections). It is submitted that providing multiple  
selections, each of which commands different awards and displays, would result in a  
more exciting and attractive bonus game format.

Further, there is a need for game device and method which provides for different  
15 bonus events.

Still further, there is a need for a game device and method which offers a jackpot  
to all players, regardless of the level of wagering

#### Summary of the Invention

There is, therefore, set forth according to the present invention an electronic  
20 device and method having a theme and for playing a casino game of the type including  
a video display, apparatus for accepting a wager and an apparatus for randomly  
selecting and presenting a base game outcome at the display representing  
combinations of game symbols. A processor is configured to compare selected game

symbol combinations to determine winning or losing combinations and to issue an award for obtaining a winning, base game combination. The device further includes configuring the processor to detect an outcome including a first bonus trigger which may be preselected symbols selected and displayed at the display in a scattered

5 fashion of a predetermined number and/or arrangement of designated symbols on an enabled pay line for the device and/or designated symbols in adjacent positions, e.g. three symbols on adjacent reels. A first data structure such as a memory device is provided for storing data representing a plurality of images consistent with the selected theme of the game. The images may be, for example, images derived from video clips  
10 of a motion picture, cartoon or other desired images to impress the theme of the device on the player. In response to detection of a first bonus trigger outcome, the processor is configured to control the display to display first and second selection sets, each set including a plurality of player selections. For example, where the game has a boxing theme, the processor may control the display to display a set of right hand and a set of  
15 left hand boxing gloves. The processor is further configured to assign to each selection of the sets an associated bonus value. The assigned bonus value may be a multiplier to be applied to the game base wager or pay line wager or the assigned values may be simply prize award values such as a number of game credits. A player selection device is provided for the player to input a selection from each of said first and second  
20 selection sets. In this regard the selection device may be a touch screen, button, keyboard, mouse or the like. As but an example, the player may input a selection of a right hand boxing glove and a left hand boxing glove. The processor, in response to said player input of his selections, controls the display to display an action sequence

associated with each selection and to display said associated bonus award and to award said bonus award to the player. As but an example, the processor may control the display to display a boxer hitting a punching bag with a right hand and in response thereto display the award for the right hand boxing glove selection set and then with the left hand to reveal the award for the other selection set for the selected left hand boxing glove.

In a further embodiment, the processor randomly selects a number to repeat the award for at least one selection set. As but an example, if the processor selects to repeat the award for the right hand boxing glove N times, an action sequence is displayed where the boxer repeats the punch with the right hand to repeat and/or increase the award from the first selection set selection of the right hand boxing glove.

In another embodiment, there may be provided a jackpot award which if randomly selected by the processor and selected by the player results in a jackpot award.

In addition to a first bonus, additional and further bonuses may be provided based upon the player obtaining predetermined outcomes such as pay line symbol combinations and scattered symbol combinations.

The method and device of the present invention is adapted to convey the theme of the game, such as, for example, a game having a theme based upon a well know motion picture and wherein said images are selected, and well known, scenes from the motion picture.

#### Brief Description of the Drawings

These and other features and advantages will become appreciated as the same

becomes understood with reference to the claims, description and drawings wherein:

FIG. 1 shows an example of game display for the play of the device of the present invention showing a base game outcome;

FIG. 2 shows a further example of a display of a base game outcome;

5 FIG. 3 shows a first bonus display offering the player bonus selections and illustrating the display of selected images as background images;

FIGS. 4 - 7 show displays of various first bonus outcomes;

FIGS. 8 - 10 show other examples of a first bonus selection displays with selected images during a second chance sequence;

10 FIGS. 11 - 20 show various examples of selected images for display with the first bonus display and according to the theme of the game;

FIG. 21 shows a logic diagram for the play of the game. is a further logic diagram for the bonus sequences for the game;

FIG. 22 shows a display for initiation of the selection of a second bonus;

15 FIGS. 23 and 24 illustrate the virtual reel stop or mapping arrangement for the game second bonus;

FIGS. 25 - 32 illustrate the sequence for selecting a first bonus according to another embodiment of the present invention;

FIG. 33 shows a logic diagram for issuance of bonus illustrated in FIGS. 25 - 32;

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FIGS. 34 - 39 illustrate a second bonus feature according to another embodiment of the present invention.

## Description

### First Illustrative Embodiment of the Invention

Turning to FIG. 1 there is shown a device 10 including a video, base game, display 11 for the apparatus and method game of the present invention. The display 11  
5 may be embodied as a video, plasma or other electronic display 11 for a casino gaming device or computer monitor, where the game of the present invention is played for entertainment or over the Internet.

While the following description is directed to a casino gaming apparatus where monetary units or their equivalent, such as accumulated gaming credits, are wagered  
10 and won, it should be understood that the method can be practiced as a novelty game where fictitious gaming credits are wagered and won.

The display 11 is contained in a supporting housing (not shown) which includes the various components including a controlling computer processor 12 (including a random number generator) and wager accepting means of a type known in the art such  
15 as a coin acceptor, cash acceptor, script acceptor or the like. Associated with the processor 12 is a first data structure 14 (FIG. 21) which may be embodied as a read-only memory (ROM) or other data storage device as is known in the art. In an alternative optional embodiment the display 11 may communicate with a remotely located processor 12, such as at a remote server with the device 10 acting as a "smart"  
20 terminal. Preferably, the display 11 is embodied as a touch screen display which also provides means for the player to control the play of the game and input selections as hereinafter described. Alternatively, the play control means may be any suitable data input means such as game control buttons, keyboard, mouse or the like. For purposes

of the following description, these data input means will be referred to as a touch screen display 11.

To issue awards to the player, the device 10 includes a pay out apparatus (not shown) which may be embodied as a hopper to receive coins/tokens and dispense the same into a tray, means for accumulating game play credits, apparatus for writing to a credit voucher, credit card device or the like as is known in the art.

With continuing reference to FIG. 1, the processor 12 controls the display 11 and play of the game of the method. For the player to control the action of the game method, the touch screen display 11 includes a game play area 20 where symbols, displays and screens for play are displayed as well as areas to impart information to the player and for the player to input data to the processor 12. Certain of these areas are allocated for display only and do not provide for touch screen input to the processor 12. For example, credit area 22a on the display 11 displays the total amount of accumulated credits for play of the game. Select lines area 22b displays the number of enabled pay lines being played by the player and bet area 22c displays the amount of credits wagered per enabled pay line whereas total area 22d displays the total amount of the wager. Win area 22e displays the total amount won for the hand or "spin" of the game and paid area 22f shows the corresponding amount paid to the player in coins, tokens or credits, for a winning outcome and/or bonus as hereinafter described.

In addition to the foregoing areas, certain portions of the display 11 define input buttons for inputting information to the processor 10 for controlling the action. Pay table button 24a, if touched by the player, prompts the processor 12 to display the various winning outcomes and the pay for each. Help button 24b prompts the processor 12 to



display help information to the player such as game instructions. Cash out button 24c, if touched, controls the processor to issue the amount of accumulated credits amassed during the play of the game. Other action and control buttons may be provided as is known in the art.

5           The processor 12 is configured to display in the game play area 20, a base game matrix 26 of coordinates shown for purposes of this description as a three-by-five matrix. During play of the method symbols are selected and displayed in each coordinate of the matrix 26. As shown in FIG. 2, the matrix 26 may be displayed in a fashion of five simulated slot machine reels 28a-e which correspond to the five columns  
10       (Y) of the matrix 26. Each reel 28a-e includes three coordinates (X) defining the primary game matrix 26.

          When play of the game is prompted by the player touching a spin button or a maximum bet button (not shown), the processor 12 randomly selects and displays data from the first data structure 14 which stores data representing various symbols (or  
15       blanks) to be displayed to define one or more outcomes for the play of a game hand. The selection of game symbols is based, for a casino game, upon a random number generator (RNG). Symbol data is stored and/or selected based upon a predetermined distribution such that each symbol has a predetermined, statistical probability of being selected as is known in the art. When the symbols are selected they are displayed in  
20       the coordinates of the matrix 26. The processor 12 is configured to simulate rotation of the reels 28a-e in advance of the display of the symbols.

          Cooperating with the matrix 26, the processor 12 is configured to display various pay lines for the matrix 26 grid as is known in the art. As is known, the device 10 and

game may include nine (or more or less) pay lines embracing horizontal, diagonal reflecting and reflecting patterns each including five game symbols, e.g. five game coordinates, one from each reel 28a-e. Markers 29 (FIG. 2) at the right and left hand margins of the game play area 20 of the display 11 may be displayed to indicate the enabled pay line(s) and the amount wagered per each enabled pay line. As shown in the drawings, the display 11 for the base game includes ten pay lines.

The first data structure 14 includes data representing a plurality of game symbols 16 shown in FIGS 1 and 2, consistent with a theme representative of the various "Rocky" motion pictures for the exemplary embodiment described herein. The random number generator and first data structure 14 cooperate to provide for the random selection and assignment of game symbols 16 into the coordinates of the game matrix 26 for the base game to define, along each player enabled pay line, a winning or losing outcome. Based upon the distribution of the game symbols 16 in the first data structure 14, each predetermined winning combination on a pay line has a predetermined, statistical, probability of being selected as well as an assigned pay (award) for each to define the pay, or conversely "hold", for the base game of the device 10. If a player obtains a winning symbol combination on one or more enabled (wagered upon) pay lines, the processor 12 issues a base game award to the player in the form of credits, coins, tokens or the like.

In addition to line pays, the base game may also include what is known in the art as scatter pays. One or more game symbols may be designated as scatter pay symbols. In the event a spin of the game results in the selection of, for example, two or more scatter symbols anywhere in the game matrix, the player is issued an award.

One or more game symbols 16 or symbol combinations are defined as first bonus triggers for the device 10 and method of the present invention. For example, data representing the display of one or more first bonus triggers shown as three or more "Boxing Glove" symbols along any enabled pay line may be defined as the first bonus trigger. As described below, when the processor 12 detects the selection and display of a first bonus trigger event, the processor 12 controls the display 11 to display the first of a sequence of first bonus displays.

The first data structure 14 also includes symbols for triggering a second bonus, which may be, consistent with the "Rocky" theme, three or more "Rocky" symbols appearing anywhere in the display 11 (scattered). In the event the processor 12 detects the selection and display of two or more second bonus trigger symbols, the second bonus is triggered. With reference to Fig. 1, when the second bonus is sensed and triggered as hereinafter described, the processor 12 controls the display 10 to display a second bonus selection screen display as shown in FIG. 22. Using selection apparatus such as the display 11 touch screen, buttons, mouse or keyboard, the player initiates the selection of the second bonus(es).

To provide for visual excitement in connection with the selection of the second bonus, the device 10 includes a header display 31 which may be mounted above and extend upwardly from the display 11 as shown in FIG. 1. The header display 31 has a supporting frame 33 to mount a circular arrangement of bonus awards as well as a jackpot display 35. Where several devices 10 are networked together, each may allocate a portion of each wager received to a progressive jackpot. The jackpot display 35 displays the amount of the jackpot which can be awarded. As described below,

when the second bonus is triggered and the player touches, for example, the "Touch to Spin" area of the second bonus display of FIG. 22, the processor 12 randomly selects an outcome and controls the header display 31 to display the selected second bonus.

As a feature of the second bonus, the processor 12 and first data structure 14 are configured as suggested in FIGS. 22 and 23. The left hand column designates an example of the multiplier values which are available for the second bonus event. Each multiplier would be displayed on the header display 31. Also shown in the chart is the jackpot amount shown as 200,00 units (a credit number and not a multiplier). The jackpot is progressive and therefore may vary; however, for purposes of arranging the data structure is shown as a fixed number. The columns to the right of the multiplier column represent the arrangement of the data structure for the second bonus event. It should be noted that the top row of the chart of FIGS. 22 and 23 representing the coins wagered are tied to the manner or protocol in which wagers are made such as by being tied to wagering buttons. Thus the chart of FIGS. 22 and 23 corresponds to the device 10 where a total wager can be (in units) : 1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80 and 100. These multipliers are applied to the total amount wagered by the player for the base game which resulted in the second bonus trigger. Again the second bonus trigger may be three "Rocky" symbols scatted in the display. For each wagered amount there is a data structure arranged to define virtual reel stops or addresses or a weighting for each multiplier value. Thus, for example, for the jackpot of 200,000. fo one unit (e.g. 5¢), out of 100,000 virtual reel stops or map addresses, there is one stop or chance of hitting the jackpot. For a wager of 15 units there are fifteen chances in 100,000 for hitting the jackpot. To maintain the 100,000 stop structure it is seen that

the chances for obtaining certain multipliers is varied.

Unlike devices of the prior art which require a maximum wager to be eligible to win the highest prize (jackpot), the present invention provides that even a single unit player has a chance of winning. The device 10 and method also provides for greater chances for obtaining the jackpot for greater amounts wagered.

Turning to Figs. 3 - 20 the features and advantages of the first bonus will now be described.

If the processor 12 senses a first bonus trigger at 30, the first bonus is initiated. For purposes of the following description it shall be assumed that the first bonus trigger condition has occurred during a paid for base game play. As described above, the first bonus trigger may be a base game outcome which includes a predetermined arrangement of symbols on an enabled pay line, designated symbols scattered in the matrix or on adjacent reels. The trigger requirement can be any predetermined symbol combination, right-to-left or left-to-right. Further the first bonus trigger outcome may result in a credit award, i.e. be a base game winning outcome as well, whereas the bonus determined a multiplier to be applied to the base game trigger award. Alternatively the multiplier could be applied to the total wager for the base game which triggered the bonus.

The processor 12 senses the first bonus trigger condition and controls the display 11, according to this embodiment of the invention, to display the level one selection display as suggested in FIG. 3. As shown, the first bonus screen display displays several player selections shown as "Defend" 40 and "Punch" 42. These selections are displayed, as controlled by the processor 12, in certain portions of the

display. To enhance the enjoyment of the game and convey the game theme, the processor 12 selects, from an image data structure 114 (FIG. 21) storing data representing images, and displays an image 46 or images 48 in the form of background images 46. In the example of the game described herein having the "Rocky" theme, the images are preferably scenes from the motion picture. The images 46 may be removed and replaced with other selected images in a timed sequence, e.g. every few seconds, to convey the theme of the game with scenes from the motion picture. FIGS. 11 - 20 illustrate an inventory of scene images 46 represented by data stored in the image data structure. As can be appreciated by those familiar with the "Rocky" motion picture, these scenes are well known and convey the theme of the motion picture and game. The image data structure may be any suitable memory device including a CD-Rom.

Returning to FIG. 3, during the display of the first bonus display, the processor 12 may control the display 11 to exchange the displayed images 46 (illustrated as Rocky with his girlfriend Adrian) and/or periodically replace them with other selected images 46 from the image data structure 44. The movement, exchange and display of the images may be scripted (predetermined) or may be random. Further, the images 46 may be displayed as background images, "ghost" or watermark images or the like to display the images 46 while not interfering with first bonus selections offered.

The player selects one of the first bonus selection options and in response thereto the processor 12 randomly selects an outcome. For example, if the player selected "Punch", the processor 12 would randomly select an outcome which would be one of Rocky throwing a punch or a punch being thrown at Rocky as well as an award for each represented by a multiplier. If the player has correctly selected "Punch" and

Rocky throws a punch the player wins a randomly selected multiplier award and moves on to another round whereupon the player is prompted to again correctly select whether Rocky will Punch or Defend. On the other hand, if the player picks Punch and instead the selected outcome is Rocky's opponent throwing a punch at Rocky (Rocky

"Defends") the player loses. Upon a first loss the player in any round is afforded a second chance to guess whether Rocky will Punch or Defend against a punch. FIGS. 8 - 10 depict the display of a second chance screen where the player's first selection was incorrect. It should be noted that on the second chance displays, images 46 are recalled and displayed by the processor 12. If the player, with the second chance, correctly selects Punch or Defend, the processor 12 issues a multiplier award and the player is prompted to play the next round. If, during any second chance during any round, the player incorrectly picks Punch or Defend, the first bonus is over and the player is issued an award based upon the credits awarded multiplied by the sum of the multipliers earned during the first bonus round(s). Table 1 below sets forth the basic feature of the first bonus for each round of play of the first bonus:

Table 1

<u>Player 1<sup>st</sup> Selection</u>	<u>Outcome</u>	<u>Result</u>
Punch	<b>Rocky Punches</b> And Hits Opponent	Award of Multiplier and player goes to next Round
	<b>Rocky Punches</b> And Misses	Loss-Player has 2 <sup>nd</sup> chance
Defend	<b>Opponent Punches</b> And Hits Rocky	Loss-Player has 2 <sup>nd</sup> chance
	<b>Opponent Punches</b> And Misses Rocky	Award of Multiplier and player goes to next Round

	<u>2<sup>nd</sup> Chance Selections</u>	<u>Outcome</u>	<u>Result</u>
5	Punch	<b>Rocky Punches</b> And Hits Opponent	Award of Multiplier and player goes to next Round
		<b>Rocky Punches</b> And Misses	Loss-Bonus over
	Defend	<b>Opponent Punches</b> And Hits Rocky	Loss- Bonus over
10		<b>Opponent Punches</b> And Misses	Award of Multiplier and player goes to next Round

The player may play a plurality of rounds (assuming he makes the correct selection on the first or second chance). For example the player may play up to three rounds winning multipliers which are summed and then the initial award of credits is multiplied by the sum of the awarded multipliers. As can be appreciated with reference to FIGS. 3 (first selection display) and FIG. 8 (second chance display) images 46 are displayed as background images to enhance the overall theme of the game.

Where, during the first bonus, the player makes the correct selection, when the multiplier is awarded the processor 12 may control the display 11 to display the outcome and award as suggested in FIG. 4. Other winning displays such as suggested in FIGS. 5 and 7 may also be recalled from a data structure by the processor 12 and displayed at the display 12.

Upon completion of the play of the first bonus, the processor 12 returns the display 11 to the base game and the player must make another wager to play the next spin of play.

Turning to FIG. 21, the play of the game will now be broadly described.

At 100 the player inputs a wager to play the base game and enables the desired



pay lines, as is known in the art. The player then prompts play (or play is prompted by a maximum wager) and the processor 12 at 102 randomly selects data representing game symbols 16 from the first data structure 14 and controls the display 11 to display the same as a base game outcome in the matrix 26 as shown in FIGS. 1 and 2. The processor 12 at 104 compares the base game outcome to determine if either a first or second bonus trigger exists in the outcome. If there is no bonus trigger at 106 the processor 12 compares the base game outcome along each enabled pay line to determine if any winning outcomes have been obtained. If there are no base game winning combinations (scatter pays or pay line symbol combinations), the player is returned to enter another wager to play another spin. If there is a winning combination, at 108 the processor 12 determines the award and issues the same at 108 to the player, most typically in the form of game credits.

If the base game outcome includes a first bonus trigger, at 110 the first bonus routine is enabled and at 112 the first bonus initial display ( e.g. FIG. 3) is displayed by the processor 12 at the display 11. The processor 12 also at 112 selects, recalls and displays image(s) 46 as background images for the initial display from the image data structure 114 storing data representing the images 46. At 116 the player makes their initial selection (Punch or Defend) and the processor 12 selects the outcome. If at 118 the selection is the correct (winning) selection, at 120 the multiplier award is issued to the player. At 122 the processor 12 tests the round to determine if the allotted rounds for the game have been exhausted. If all possible rounds, e.g. three rounds, have been played the first bonus is concluded, awards are issued and the payer is returned to the base game to input another base game wager at 100. If all rounds have not been

exhausted, the processor 12 displays the next round, first selection display along with images 46 selected from the image data structure 114.

If, on the other hand, the player has made an incorrect, initial outcome selection at 116 at 124 the processor 12 controls the display to display the second chance display along with images 46 selected from the image data structure 114 as suggested by FIGS. 8 - 10. The player makes the selection of Punch or Defend and at 126 the processor 12 compares the outcome with the selection. If at 126 the selection is incorrect the first bonus routine is concluded and the player is returned to the base game to input another wager at 100. If at 126 the player has made the correct selection the processor 12 at 128 issues the award for the round. At 130 the processor determines if the player has played the last available round and if so returns the player to base game to input another wager at 100. If not the player is provided the display of the next round first display at 112 to play the next round.

The accumulated multiplier awards from the first bonus round(s) are awarded to the player at the conclusion of the first bonus which are then multiplied with the initial award of credits to the player.

It should be noted that in lieu of multiplier awards, credits may be awarded depending upon the outcome of each round. Further, if the player loses the first round, a consolation prize may be awarded to the player.

If the second bonus is triggered, at 132 the processor 12 randomly selects the multiplier prize in the manner described above. The processor 12 at 134 tests to see if the address for the jackpot has been selected and, if so, the jackpot is awarded at 136. If the jackpot has not been selected, the processor selects at 138 a multiplier and at

140 controls the header display 31 to display the award and at 140 the award is issued.

The player is then returned to the base game to, at 100, input another wager.

The second bonus may be as a multiplier to be applied to a base prize or to the amount wagered or as a number of credits.

5 Still further, the device and method may provide that where a second chance is required, after the second chance outcome is obtained the bonus is terminated regardless if the player wins or loses, i.e. the player cannot go to the second round and can only win a bonus based on the second chance award (if any) for that round.

10 While the play of the base game described above and shown in the drawings relates to a "Rocky" motion picture theme, it should be understood that the base game could be any game which includes at least one bonus feature. For example, the bonus feature(s) as described below and according to the present invention could be incorporated into any game where bonuses are to be offered.

#### Second Illustrative Embodiment of the Present invention

15 According to another embodiment of the present invention, the presentation and award of the first bonus feature is as suggested in FIGS 25 - 32. When the processor 12 detects a first bonus trigger (e.g. designated symbols on an active pay line or in a scattered configuration, the first bonus feature is started at 200 (FIG. 33). When the first bonus feature is triggered the processor 12 is configured to control the display 11  
20 to display the first bonus feature images as hereinafter described. For example, the processor 12 controls the display 11 to first display a first bonus introductory image sequence as suggested in FIGS. 25 - 27 to signify to the player the first bonus condition. As shown in FIG. 27, the processor 12 controls the display 11 to display first and

second bonus selection sets illustrated as three right hand boxing gloves and three left hand boxing gloves. The display 11 may be controlled to also display a prompt for the player to input a selection from each selection set, i.e. one right hand glove and one left hand glove.

5        Upon the player making their selections the first bonus feature is played out at the display in the following manner. In FIG. 28, the processor 12 controls the display to display a fighter punching a punching bag. The processor randomly assigns a number N to the right hand boxing glove selection whereby the fighter punches the bag N times with the right hand. In a preferred embodiment, the processor 12 randomly selects a  
10        different N for each right hand boxing glove selection so that the player may receive a relatively higher award by selecting the glove with the higher assigned number N. Each right hand boxing glove represents a multiplier M1, which may be fixed for all right hand gloves at 5X the players line wager, e.g. the number of units wagered on the line which produced the first bonus trigger symbol combination. Thus the amount of the initial  
15        award to the player is  $N \times M1$ .

The processor 12 also controls the display 11 to display the boxer hitting the punching bag once with the left hand. The processor 12 randomly selects and assigns a multiplier M2 to the left hand punch.

The processor 12 sums the award(s) from the selection sets of the right hand  
20        punch(es) and the left hand punch.

The processor 12 also randomly selects a repeat number R. If  $R > 1$ , the processor 12 controls the display 11 to randomly select a new N and multiplier M2 and to display the boxer hitting the punching bag accordingly to further increment the bonus.

The processor 12 may be configured to control the display to display a video and audio segue between the repeats R. When the first bonus feature is completed, the sums awarded are credited to the player and the display 11 is controlled to return to the display of the base game.

5           In a further embodiment, the processor 12 may randomly select and assign to one of the selections of either selection set, a progressive bonus. The progressive bonus, is funded from the player of prior games and may be based upon incremental funding from linked machines. If the progressive award is selected and chosen (either by the player in the first instance or by the processor for the repeat awards), the  
10       processor 12 controls the display 11 to display the award of the jackpot as illustrated in FIG. 31.

At the conclusion of the award(s) from the first bonus sequence, the processor 12 may control the display 11 to display a closing sequence of video images and audio as shown in FIG. 32.

15           FIG. 33 is a logic diagram for the award of the first bonus feature. At 200 the first bonus sequence is initiated as described above. At 102 the player selects a selection from each of the first and second selection sets, i.e. picks a right glove and a left glove. At 204 the processor 12 controls the display 11 to display the boxer punching the punching bag with the right hand and at 206 with the left hand. At 208 the  
20       processor 12 tests to determine the R value and if  $R = 1$ , there is no repeat sequence for the first bonus feature. If  $R \geq 2$ , then the loop returns to 204.

If there are no more repeat sequences to be displayed, at 210 the processor 12 tests the outcome for any progressive jackpot award. If the player has obtained the

progressive jackpot award at 212, that prize is awarded at 212. If no progressive prize has been awarded, at 214 the processor 12 awards the total of the amounts awarded and at 216 ends the first bonus feature.

It should be understood that the awards from the selection sets could also be fixed amounts, randomly selected by the processor 12 at levels corresponding to the player's base game line wager or total base game wager. That is, the greater amount the payer wagers, the higher the awards would be. Further the first bonus sequence could be adapted to provide for N numbers of punches for both selection sets as well.

In addition to the first bonus, the device according to this embodiment may be provided with a second bonus feature as well. With reference to FIGS. 34 - 39 the second bonus feature will now be described.

The second bonus feature may be triggered by the player obtaining predetermined symbol combinations on an activated pay line or number S of predetermined symbols in a scattered condition in the base game matrix 26. Where the processor 12 detects a second bonus sequence trigger, it controls the display 11 to display an introductory actions sequence as suggested in FIGS. 34 - 36 to convey to the player that the second bonus feature has been initiated and to further convey the theme of the game. As shown in the drawings, the introductory sequence may be a boxer initiating a workout on a speed punching bag. The introductory sequence concludes with a display at FIG. 37 prompting the player to touch the speed bag to initiate the bonus selection. The processor 12 randomly selects an outcome O for the second bonus in the form of a multiplier. The outcome O is selected from a predetermined set of outcomes, each multiplier Z represented on wheel for the jackpot

display 35 (FIG. 1). The selections may be weighted as desired. When the player initiates the second bonus by touching the speed bag, the processor 12 controls the display 35 to flash either in a random or sequential manner the available bonus selections as suggested in FIG. 38 and to conclude the sequence by illuminating the processor 12 selected multiplier Z award and to award the same as shown in FIG. 39. Video and audio tracks may be accompany the award. The award to be issued may be calculated based upon the total base game wager T and factor in the number of triggering symbols. For example, if  $S = 3$ , the award is  $T \times Z$ , where  $S = 4$ , the award is  $3 \times T \times Z$  and if  $S = 5$ , the award is  $5 \times T \times Z$ .

While we have shown and described certain embodiments of the present invention, it should be understood that it is subject to many modifications and changes without departing from the spirit and scope of the appended claims. The game may have any theme, and bonuses can be in the form of fixed values, multipliers, or prizes.